

CHESS & DRAUGHTS COMPETITION 2018 RULES

- 1) The Explorer Scouts will be allocated to tables after booking in. After lunch the better players from each table will go forward to play in the Cup competition and the remainder will play in the Plate competition.
- 2) At the end of the morning games if players are on the same score we will take into account their playing history of the morning matches.
- 3) Games will be approximately fifteen minute's duration.
- 4) Three (3) points will be awarded for a win. One (1) point each for a draw. Nil (0) for a loss.
- 5) In the case of no winner for the game when the time is up the following format will decide the winner:
 - A. In draughts. The person with the highest score wins. A crown counts as 3, a single 1.
 - B. In chess. The person with the highest score on the board after all equal pieces are removed wins. Queen 8, Rook 4, Bishop 3, Knight 2 and Pawn 1.
- 6) No Parent/Leader/or other participant is allowed to assist in any way with any Explorer Scouts taking part in the competition. All helpers must remain neutral at all times. Any help by a third party will result in the loss of that game or could result in disqualification.
- 7) There will be certificates for 1st to 4th places in the Cup and Plate competitions and Trophies for the winners.

THE JUDGES DECISION WILL BE FINAL. NO EXCEPTIONS